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EXAMINER

TORIMIRO, ADETOKUNBO OLUSEGUN

ART UNIT	PAPER NUMBER
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3709

SHORTENED STATUTORY PERIOD OF RESPONSE	MAIL DATE	DELIVERY MODE
3 MONTHS	01/23/2007	PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

If NO period for reply is specified above, the maximum statutory period will apply and will expire 6 MONTHS from the mailing date of this communication.

Office Action Summary

Application No.

10/757,324

Applicant(s)

STILES, THOMAS WILLIAM

Examiner

Adetokunbo O. Torimiro

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-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☐ Responsive to communication(s) filed on ____.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-47 is/are pending in the application.
- 4a) Of the above claim(s) ____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) ____ is/are allowed.
- 6) ☒ Claim(s) 1-47 is/are rejected.
- 7) ☐ Claim(s) ____ is/are objected to.
- 8) ☐ Claim(s) ____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on ____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
- Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
- Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
 2. ☐ Certified copies of the priority documents have been received in Application No. ____.
 3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- | | |
|--|---|
| 1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892) | 4) <input type="checkbox"/> Interview Summary (PTO-413) |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | Paper No(s)/Mail Date. ____. |
| 3) <input checked="" type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08) | 5) <input type="checkbox"/> Notice of Informal Patent Application |
| Paper No(s)/Mail Date <u>07/06/2004</u> . | 6) <input type="checkbox"/> Other: ____. |

DETAILED ACTION

Claim Objections

1. Claims 2-13,15-27,29-38,40,42, and 44-47 are objected to because of the following informalities:

Claims 2-13,15-27, and 29-38, line 1: "a system" should be -- the system --.

Claims 40,42, and 44-47, line 1: "a method" should be -- the method --.

Appropriate correction is required.

Claim Rejections - 35 USC § 102

2. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –
(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

3. Claims 1 and 2 are rejected under 35 U.S.C. 102(b) as being anticipated by Holch et al (US 5,674,128).

Re claim 1: Holch et al discloses a gaming device system / *video game system* comprising: a plurality of gaming devices arranged in a bank (see **fig.1; col.1, lines 7-9**); a bank hub (108) operatively connected to each of said gaming devices (100) in the bank for receiving data from each of said gaming devices (see **col.3, lines 35-37**); a system hub / *central control network* (104) operatively connected to said bank hub (108) for receiving data from the bank hub (see **col.3, lines 50-52**); and a tracking device (210) operatively connected to said system hub (104)

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for receiving data from the system hub, thereby collecting data from said gaming devices (see **figs.1 and 2; col.7, lines 22-26**).

Re claim 2: Holch et al discloses a system wherein said bank and system hubs comprise Ethernet-compatible hubs (see **col.3, lines 44-45**).

Claim Rejections - 35 USC § 103

4. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

5. Claims 3-13 and 47 are rejected under 35 U.S.C. 103(a) as being unpatentable over Holch et al (US 5,674,128).

Re claim 3: Holch et al teaches a system further comprising: an insulation displacement connector / *daisy chain connector* (106) operatively connected to said bank hub (108) for receiving data from said bank hub (see **fig.1**).

However, Holch et al fails to teach a patch panel operatively connected to said insulation displacement connector for receiving data from said insulation displacement connector and transmitting said data to said system hub.

It is obvious to one of ordinary skill in the art at the time the invention was made to include in the system a patch panel operatively connected to said insulation displacement connector for receiving data from said insulation displacement connector

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and transmitting said data to said system hub, since a patch panel is a commonly known panel that houses cable connections typically used in system networking hereby making the receiving and transmission of data possible in the gaming system.

Re claim 4: Holch et al discloses a system further comprising a system level patch / *RS-422 protocol* cord connecting said patch panel to said system hub (104) (see fig.1; col.3, lines 32-35).

Re claim 5: Holch et al discloses a system wherein said system level patch / *RS-422 protocol* cord comprises a category-5-compatible modular connector patch cord (see fig.1; col.3, lines 32-35). It is apparent to the examiner that any system could use a category-5-compatible modular connector patch cord since it is a common and already known type of cable that is commonly and widely used in networking, especially in Ethernet cabling.

Re claim 6: Holch et al discloses a system further comprising an unshielded twisted pair cable connecting said bank hub (108) to said insulation displacement connector (106) (see fig.1; col.3, lines 40-44). It is apparent to examiner that any system could use an unshielded twisted pair cable since it is a common and already known type of cable.

Re claim 7: Holch et al teaches a system further comprising an unshielded twisted pair cable connecting said bank hub (108) to said insulation displacement connector (106).

However, Holch et al fails to teach a system wherein said unshielded twisted pair cable comprises a 4 pair category-5-compatible cable.

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a system wherein said unshielded twisted pair cable comprises a 4 pair category-5-compatible cable so that the system can may be capable of data transmission speeds of about 100MHz and above, and since category-5 connector is an already known jack used in networking of systems.

Re claim 8: Holch et al discloses a system wherein: said insulation displacement connector / *daisy chain connector* (106) includes a plurality of wire receptors (see fig.1); and said unshielded twisted pair / *TCP-IP* cable comprises a plurality of wires, each of said wires extending from a hub end to a system (100a-100n) end opposite said hub end, each of said system ends being connected to at least one of said wire receptors of said insulation displacement connector (106) (see fig.1; col.3, lines 32-35). **It is apparent to examiner that insulation displacement connector including a plurality of wire receptors and an unshielded twisted pair cable comprising a plurality of wires, is well known.**

Re claim 9: Holch et al teaches a system wherein: said unshielded twisted pair / *TCP-IP* cable comprises a plurality of wires, each of said wires extending from a hub end to a system (100a-100n) end opposite said hub end, each of said system ends being connected to at least one of said wire receptors of said insulation displacement connector (106).

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However, Holch et al fails to teach a system wherein the hub end of at least one of said wires is connected to an RJ-45 category-5-compatible modular connector.

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a system wherein the hub end of at least one of said wires is connected to an RJ-45 category-5-compatible modular connector so that the system may be capable of data transmission speeds of about 100MHz and above, and since category-5 connector is an already known jack used in networking of systems.

Re claim 10: Holch et al teaches a system wherein: said insulation displacement connector / *daisy chain connector* (106) includes a plurality of wire receptors (see fig.1); and said unshielded twisted pair / *TCP-IP* cable comprises a plurality of wires, each of said wires extending from a hub end to a system (100a-100n) end opposite said hub end, each of said system ends being connected to at least one of said wire receptors of said insulation displacement connector (106) (see fig.1; col.3, lines 32-35).

However, Holch et al fails to teach a system wherein said patch panel has a plurality of modular panel connectors and at least a portion of said insulation displacement connector wire receptors are cross-connected to at least a portion of said modular panel connectors.

It is obvious to one of ordinary skill in the art at the time the invention was made to include in the system a patch panel having a plurality of modular panel connectors and at least a portion of said insulation displacement connector wire receptors are cross-connected to at least a portion of said modular panel connectors, since a patch panel is a commonly known panel that houses cable connections typically used in system

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networking hereby making the receiving and transmission of data possible in the gaming system. **It is apparent also to the examiner for patch panel to have a plurality of modular panel connectors.**

Re claims 11 and 12: Holch et al teaches a system further comprising a plurality of bank level patch / RS-232 cords, each of said cords connecting at least one of said plurality of gaming devices (100a-110n) to said bank hub (108) (see fig.1; col.3, lines 38-44).

However, Holch et al fails to teach a system wherein each of said bank level patch cords comprises a category-5-compatible modular connector patch cord.

It would be obvious to one of ordinary skill in the art at the time the invention was made to include a system wherein each of said bank level patch cords comprises a category-5-compatible modular connector patch cord so that the system can may be capable of data transmission speeds of about 100MHz and above, and since category-5 connector patch cord is an already known jack cord used in networking of systems and readily available.

Re claim 13: Holch et al teaches a gaming system comprising a plurality of gaming devices arranged in a bank.

However, Holch et al fails to teach a system wherein: said plurality of gaming devices arranged in the bank are a first plurality of gaming devices arranged in a first bank; said bank hub is a first bank hub; said system further comprises: a second plurality of gaming devices arranged in a second bank; and a second bank hub

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operatively connected to each of said gaming devices in said second bank for receiving data from each of said gaming devices; and the system hub is operatively connected to said second bank hub for receiving data from the second bank hub.

Lind et al teaches a system (10) wherein: said plurality of gaming devices (30) arranged in the bank are a first plurality of gaming devices arranged in a first bank (27); said bank hub is a first bank hub; said system further comprises: a second plurality of gaming devices arranged in a second bank (28); and a second bank hub operatively connected to each of said gaming devices in said second bank for receiving data from each of said gaming devices; and the system hub is operatively connected to said second bank hub for receiving data from the second bank hub (see fig.1).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include in the system the plurality of gaming devices arranged in a first and second plurality so that up to a bank of gaming devices can be removed from the gaming system without completely affecting the entire system, thereby preventing the owners of the gaming device system from losing revenue whenever a gaming device needs to be worked on.

Re claim 47: Holch et al teaches a method of changing devices in a gaming device system / *video game system* including a bank hub (108) having a plurality of gaming device jacks, a plurality of gaming devices (100) connected to said device jacks of said bank hub (108) (see col.3, lines 35-37), said bank hub being in communication with a tracking device (see figs.1 and 2; col.7, lines 22-26).

However, Holch et al fails to teach said method comprising: disconnecting at least one of said gaming devices from said plurality of gaming device jacks thereby allowing the other of said plurality of gaming devices to be connected to said bank hub.

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to disconnecting at least one of said gaming devices from said plurality of gaming device jacks thereby allowing the other of said plurality of gaming devices to be connected to said bank hub, since it is apparent that to create more room and jack space for other plurality of gaming device there has to be disconnections of at least one of said gaming devices. **It is apparent for a gaming device bank hub to have a plurality of device jacks because only then can devices be connected to it.**

6. Claims 14-27 are rejected under 35 U.S.C. 103(a) as being unpatentable over Holch et al (US 5,674,128) in view of Lind et al (US 2002/0098882).

Re claim 14: Holch et al teaches a gaming device system / *video game system* comprising: a plurality of gaming devices arranged in a bank (see **fig.1; col.1, lines 7-9**); a bank hub (108) operatively connected to each of said gaming devices (100) in the bank for receiving data from each of said gaming devices (see **col.3, lines 35-37**); a system hub / *central control network* (104) operatively connected to said bank hub (108) for receiving data from the bank hub (see **col.3, lines 50-52**); and a tracking device (210) operatively connected to said system hub (104) for receiving data from the system hub, thereby collecting data from said gaming devices (see **figs.1 and 2; col.7, lines 22-26**).

However, Holch et al fails to teach a gaming device system comprising: a first plurality of gaming devices arranged in a first bank; a second plurality of gaming devices

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arranged in a second bank; a first bank hub operatively connected to each of said gaming devices in said first bank for receiving data from each of said first plurality of gaming devices; a second bank hub operatively connected to each of said gaming devices in said second bank for receiving data from each of said second plurality of gaming devices; a system hub operatively connected to each of said first and second bank hubs for receiving data from said first and second bank hubs.

Lind et al teaches a gaming device system (10) comprising: a first plurality of gaming devices arranged in a first bank (27); a second plurality of gaming devices arranged in a second bank (28); a first bank hub operatively connected to each of said gaming devices in said first bank for receiving data from each of said first plurality of gaming devices; a second bank hub operatively connected to each of said gaming devices in said second bank for receiving data from each of said second plurality of gaming devices; a system hub (18) operatively connected to each of said first and second bank hubs for receiving data from said first and second bank hubs (see fig.1).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include in the system the plurality of gaming devices arranged in a first and second plurality so that up to a bank of gaming devices can be removed from the gaming system without completely affecting the entire system, thereby preventing the owners of the gaming device system from losing revenue whenever a gaming device needs to be worked on.

Re claim 15: Holch et al teaches a system wherein said first and second bank hubs and said system hub comprise Ethernet-compatible hubs (see col.3, lines 44-45).

Re claim 16: Holch et al teaches a system further comprising: an insulation displacement connector / *daisy chain connector* (106) operatively connected to said bank hub (108) for receiving data from said bank hub (see fig.1); and a patch panel / *game server* (102) operatively connected to said insulation displacement connector (102) for receiving data from said insulation displacement connector and transmitting said data to said system hub (104) (see fig.1; col.3, lines 32-37).

However, Holch et al fails to teach a system comprising first and second bank hubs; and a patch panel operatively connected to said insulation displacement connector for receiving data from said insulation displacement connector and transmitting said data to said system hub.

Lind et al teaches a system comprising first and second bank hubs (see fig.1).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include in the system the plurality of gaming devices arranged in a first and second plurality so that up to a bank of gaming devices can be removed from the gaming system without completely affecting the entire system, thereby preventing the owners of the gaming device system from losing revenue whenever a gaming device needs to be worked on; and to include in the system a patch panel operatively connected to said insulation displacement connector for receiving data from said insulation displacement connector and transmitting said data to said system hub, since a patch panel is a commonly known panel that houses cable connections typically used in system networking hereby making the receiving and transmission of data possible in the gaming system.

Re claim 17: Holch et al teaches a system further comprising a system level patch / *RS-422 protocol* cord connecting said patch panel to said system hub (104) (see fig.1; col.3, lines 32-35).

Re claim 18: Holch et al teaches a system wherein said system level patch / *RS-422 protocol* cord comprises a category-5-compatible modular connector patch cord (see fig.1; col.3, lines 32-35). It is apparent to the examiner that any system could use a category-5-compatible modular connector patch cord since it is a common and already known type of cable that is commonly and widely used in networking, especially in Ethernet cabling.

Re claim 19: Holch et al teaches a system further comprising an unshielded twisted pair / *TCP-IP* cable connecting said bank hub (108) to said insulation displacement connector (106) (see fig.1; col.3, lines 40-44). It is apparent to examiner that any system could use an unshielded twisted pair cable since it is a common and already known type of cable.

However, Holch et al fails to teach a system comprising a first and second bank hub.

Lind et al teaches a system comprising a first and second bank hubs (see fig.1).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include in the system the plurality of gaming devices arranged in a first and second plurality so that up to a bank of gaming devices can be

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removed from the gaming system without completely affecting the entire system, thereby preventing the owners of the gaming device system from losing revenue whenever a gaming device needs to be worked on.

Re claim 20: Holch et al teaches a system further comprising an unshielded twisted pair cable connecting said bank hub (108) to said insulation displacement connector (106).

However, Holch et al fails to teach a system wherein said unshielded twisted pair cable comprises a 4 pair category-5-compatible cable.

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a system wherein said unshielded twisted pair cable comprises a 4 pair category-5-compatible cable so that the system can may be capable of data transmission speeds of about 100MHz and above, and since category-5 connector is an already known jack used in networking of systems.

Re claim 21: Holch et al discloses a system wherein: said insulation displacement connector / *daisy chain connector* (106) includes a plurality of wire receptors (see **fig.1**); and said unshielded twisted pair / *TCP-IP* cable comprises a plurality of wires, each of said wires extending from a hub end to a system (100a-100n) end opposite said hub end, each of said system ends being connected to at least one of said wire receptors of said insulation displacement connector (106) (see **fig.1; col.3, lines 32-35**). **It is apparent to examiner that insulation displacement connector including a plurality of wire**

receptors and an unshielded twisted pair cable comprising a plurality of wires, is well known.

Re claim 22: Holch et al teaches a system wherein: said unshielded twisted pair / *TCP-IP* cable comprises a plurality of wires, each of said wires extending from a hub end to a system (100a-100n) end opposite said hub end, each of said system ends being connected to at least one of said wire receptors of said insulation displacement connector (106).

However, Holch et al fails to teach a system wherein the hub end of at least one of said wires is connected to an RJ-45 category-5-compatible modular connector.

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a system wherein the hub end of at least one of said wires is connected to an RJ-45 category-5-compatible modular connector so that the system may be capable of data transmission speeds of about 100MHz and above, and since category-5 connector is an already known jack used in networking of systems.

Re claim 23: Holch et al teaches a system wherein: said unshielded twisted pair / *TCP-IP* cable comprises a plurality of wires, each of said wires extending from a hub end to a system (100a-100n) end opposite said hub end, each of said system ends being connected to at least one of said wire receptors of said insulation displacement connector (106).

However, Holch et al fails to teach a system wherein the hub end of at least one of said wires is connected to an RJ-45 category-5-compatible modular connector; and a system comprising a first and second bank hub.

Lind et al teaches a system comprising a first and second bank hubs (see fig.1).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a system wherein the hub end of at least one of said wires is connected to an RJ-45 category-5-compatible modular connector so that the system may be capable of data transmission speeds of about 100MHz and above, and since category-5 connector is an already known jack used in networking of systems; and to include in the system the plurality of gaming devices arranged in a first and second plurality so that up to a bank of gaming devices can be removed from the gaming system without completely affecting the entire system, thereby preventing the owners of the gaming device system from losing revenue whenever a gaming device needs to be worked on.

Re claim 24 and 25: Holch et al teaches a system further comprising an unshielded twisted pair / *TCP-IP* cable connecting said bank hub (108) to said insulation displacement connector (106) (see fig.1; col.3, lines 40-44). **It is apparent to examiner that any system could use an unshielded twisted pair cable since it is a common and already known type of cable.**

However, Holch et al fails to teach a system further comprising an interbank unshielded twisted pair cable connecting said first and second RJ-45 category-5-

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compatible modular connectors; and a system wherein said interbank unshielded twisted pair cable comprises a 4 pair category-5-compatible cable.

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include in the system an interbank unshielded twisted pair cable connecting said first and second RJ-45 category-5-compatible modular connectors, since there must be a connecting cable between the first and second plurality of gaming devices grouped by the first and secondary RJ-45 modular connectors for there to be a system network; and to include a system wherein said unshielded twisted pair cable comprises a 4 pair category-5-compatible cable so that the system can may be capable of data transmission speeds of about 100MHz and above, and since category-5 connector is an already known jack used in networking of systems.

Re claim 26: Holch et al teaches a system wherein: said insulation displacement connector / *daisy chain connector* (106) includes a plurality of wire receptors (**see fig.1**); and said unshielded twisted pair / *TCP-IP* cable comprises a plurality of wires, each of said wires extending from a hub end to a system (100a-100n) end opposite said hub end, each of said system ends being connected to at least one of said wire receptors of said insulation displacement connector (106) (**see fig.1; col.3, lines 32-35**).

However, Holch et al fails to teach a system wherein said patch panel has a plurality of modular panel connectors and at least a portion of said insulation displacement connector wire receptors are cross-connected to at least a portion of said modular panel connectors.

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It is obvious to one of ordinary skill in the art at the time the invention was made to include in the system a patch panel having a plurality of modular panel connectors and at least a portion of said insulation displacement connector wire receptors are cross-connected to at least a portion of said modular panel connectors, since a patch panel is a commonly known panel that houses cable connections typically used in system networking hereby making the receiving and transmission of data possible in the gaming system. **It is apparent also to the examiner for patch panel to have a plurality of modular panel connectors.**

Re claim 27: Holch et al teaches a system further comprising a plurality of bank level patch / RS-232 cords, each of said cords connecting at least one of said plurality of gaming devices (100a-110n) to said bank hub (108) (see fig.1; col.3, lines 38-44).

However, Holch et al fails to teach a system comprising first and second bank hub.

Lind et al teaches a system comprising first and second bank hubs (see fig.1).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include in the system the plurality of gaming devices arranged in a first and second plurality so that up to a bank of gaming devices can be removed from the gaming system without completely affecting the entire system, thereby preventing the owners of the gaming device system from losing revenue whenever a gaming device needs to be worked on

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7. Claims 28-38 are rejected under 35 U.S.C. 103(a) as being unpatentable over Craine (US 5,321,241) in view of Holch et al (US 5,674,128).

Re claim 28: Craine teaches a gaming device system (11) comprising: a plurality of gaming devices (167) arranged in a bank and connected in series (see **fig.12**); a separately monitored gaming device (167) capable of transmitting data (see **fig.12**); a plurality of data collection devices (161) operatively connected to said patch panel for receiving data from said plurality of gaming devices and said separately monitored gaming device (see **fig.12; col.8, lines 2-4**); and a tracking device (152) operatively connected to each of said plurality of data collection devices (161) for receiving data from the data collection devices, thereby collecting data from said plurality of gaming devices and said separately monitored gaming device (see **fig.12; col.8, lines 63-68 and col.9, line1**).

However, Craine fails to teach an insulation displacement connector operatively connected to each of said plurality of gaming devices in said bank and to said separately monitored gaming device for receiving data from said plurality of gaming devices and said separately monitored gaming device; a patch panel operatively connected to said insulation displacement connector for receiving data from said insulation displacement connector.

Holch et al teaches a system further comprising: an insulation displacement connector / *daisy chain connector* (106) operatively connected to said bank hub (108) for receiving data from said bank hub (see **fig.1**).

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However, Holch et al fails to teach a patch panel operatively connected to said insulation displacement connector for receiving data from said insulation displacement connector and transmitting said data to said system hub.

It is obvious to one of ordinary skill in the art at the time the invention was made to include in the system a patch panel operatively connected to said insulation displacement connector for receiving data from said insulation displacement connector and transmitting said data to said system hub, since a patch panel is a commonly known panel that houses cable connections typically used in system networking hereby making the receiving and transmission of data possible in the gaming system.

Re claim 29: Craine teaches a plurality of data collection devices (161).

However, Craine fails to teach a system further comprising a plurality of system level patch cords, each of said plurality of system level patch cords connecting said patch panel with at least one of said plurality of data collection devices.

Holch et al teaches a system further comprising a system level patch / *RS-422 protocol* cord connecting said patch panel to said system hub (104) (see **fig.1; col.3, lines 32-35**).

It is obvious to one of ordinary skill in the art at the time the invention was made to include in the system a plurality of system level patch cords connecting patch panel with at least one of said plurality of data collection devices, since it is apparent to involve the use of patch cords in the connection of a patch panel, which is a commonly known panel that houses cable connections typically used in system networking hereby making the receiving and transmission of data possible in the gaming system.

Re claim 30: Craine teaches a plurality of data collection devices (161).

However, Craine fails to teach a system wherein each of said plurality of system level patch cords comprises a category-5-compatible connector patch cord.

Holch et al teaches a system wherein said system level patch / *RS-422 protocol* cord comprises a category-5-compatible modular connector patch cord (see fig.1; col.3, lines 32-35).

It is obvious to one of ordinary skill in the art at the time the invention was made that any system could use a category-5-compatible modular connector patch cord since it is a common and already known type of cable that is commonly and widely used in networking, especially in Ethernet cabling.

Re claim 31 and 32: Craine teaches a gaming device system (11).

However, Craine fails to teach a system further comprising an unshielded twisted pair cable connecting said plurality of gaming devices and said separately monitored gaming device to said insulation displacement connector.

Holch et al teaches a system further comprising an unshielded twisted pair cable connecting said bank hub (108) to said insulation displacement connector (106) (see fig.1; col.3, lines 40-44).

However, Holch et al fails to teach a system wherein said unshielded twisted pair cable comprises a 4 pair category-5-compatible cable.

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made that any system could use an unshielded twisted pair cable

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since it is a common and already known type of cable; and wherein said unshielded twisted pair cable comprises a 4 pair category-5-compatible cable so that the system can may be capable of data transmission speeds of about 100MHz and above, and since category-5 connector is an already known jack used in networking of systems.

Re claim 33: Craine teaches a gaming device system (11).

However, Craine fails to teach a system wherein: said insulation displacement connector has a plurality of wire receptors; said unshielded twisted pair cable comprises a plurality of wires, each of said wires extending from a device end to a system end opposite said device end; and the system end of each of said wires is connected to at least one of said wire receptors of said insulation displacement connector.

Holch et al teaches a system wherein: said insulation displacement connector / *daisy chain connector* (106) includes a plurality of wire receptors (**see fig.1**); and said unshielded twisted pair / *TCP-IP* cable comprises a plurality of wires, each of said wires extending from a hub end to a system (100a-100n) end opposite said hub end, each of said system ends being connected to at least one of said wire receptors of said insulation displacement connector (106) (**see fig.1; col.3, lines 32-35**).

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made that insulation displacement connector including a plurality of wire receptors and an unshielded twisted pair cable comprising a plurality of wires, is well known.

Re claim 34: Craine teaches a gaming device system.

However, Craine fails to teach a system wherein the device end of at least one of said wire pairs is connected to an RJ 45 category-5-compatible modular connector.

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a system wherein the hub end of at least one of said wires is connected to an RJ-45 category-5-compatible modular connector so that the system may be capable of data transmission speeds of about 100MHz and above, and since category-5 connector is an already known jack used in networking of systems.

Re claim 35: Craine teaches a gaming device system.

However, Craine fails to teach a system wherein said patch panel has a plurality of modular panel connectors and at least a portion of said insulation displacement connector wire receptors are cross-connected to at least a portion of said modular panel connectors.

It is obvious to one of ordinary skill in the art at the time the invention was made to include in the system a patch panel having a plurality of modular panel connectors and at least a portion of said insulation displacement connector wire receptors are cross-connected to at least a portion of said modular panel connectors, since a patch panel is a commonly known panel that houses cable connections typically used in system networking hereby making the receiving and transmission of data possible in the gaming system. **It is apparent also to the examiner for patch panel to have a plurality of modular panel connectors.**

Re claim 36: Craine teaches a gaming device system.

However, Craine fails to teach a system wherein each wire receptors of said insulation displacement connector is connected to a corresponding modular panel connector of said patch panel.

It is obvious to one of ordinary skill in the art at the time the invention was made to include in the system a patch panel having a plurality of modular panel connectors and at least a portion of said insulation displacement connector wire receptors are cross-connected to at least a portion of said modular panel connectors, since a patch panel is a commonly known panel that houses cable connections typically used in system networking hereby making the receiving and transmission of data possible in the gaming system. **It is apparent also to the examiner for patch panel to have a plurality of modular panel connectors.**

Re claim 37: Craine teaches a gaming device system.

However, Craine fails to teach system further comprising: an RJ 45 category-5-compatible module connector, the device ends of each of said wires being connected to said RJ 45 connector.

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include a system wherein the hub end of at least one of said wires is connected to an RJ-45 category-5-compatible modular connector so that the system may be capable of data transmission speeds of about 100MHz and above, and since category-5 connector is an already known jack used in networking of systems.

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Re claim 38: Craine teaches a gaming device system.

However, Craine fails to teach a system further comprising an adapter connected to the RJ 45 connector for connecting the plurality of gaming devices and said separately monitored gaming device to the RJ 45 connector.

Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to include in the system an adapter connected to the RJ 45 connector for connecting the plurality of gaming devices and said separately monitored gaming device to the RJ 45 connector, since without the adapter connection would not be possible and it is well known in the art that an adapter is needed to connect and make compatible devices originally not compatible.

8. Claims 39,40, and 43-46 are rejected under 35 U.S.C. 103(a) as being unpatentable over Holch et al (US 5,674,128) in view of Craine (US 5,321,241).

Re claim 39: Holch et al teaches a method for converting a gaming device system including a bank of gaming devices connected to a modular connector (**see fig.1; col.1, lines 7-9**), an insulation displacement connector / *daisy chain connector* (106) having a plurality of pairs of wire receptors connected to said modular connector (**see fig.1**), connecting the modular connector to a bank hub connected to at least one gaming device (**see fig.1; col.1, lines 7-9**).

However, Holch et al teaches a patch panel connected to at least one of said pairs of wire receptors, a collection device operatively connected to said patch panel, and a tracking device operatively connected to said collection device, said method comprising: disconnecting said bank of gaming devices from said modular connector; cross-

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connecting each of said pairs of wire receptors of said insulation displacement connector to said patch panel; connecting said patch panel to a system hub; and connecting said system hub to said tracking device.

Craine teaches a collection device (161) operatively connected to said patch panel (see fig.12; col.8, lines 2-4), and a tracking device (152) operatively connected to said collection device (see fig.12; col.8, lines 63-68 and col.9, line1).

It is obvious to one of ordinary skill in the art at the time the invention was made to include in the system a patch panel operatively connected to said insulation displacement connector for receiving data from said insulation displacement connector and transmitting said data to said system hub, since a patch panel is a commonly known panel that houses cable connections typically used in system networking hereby making the receiving and transmission of data possible in the gaming system. **It is apparent to examiner for patch panel to have a plurality of modular panel connectors, and that insulation displacement connector including a plurality of wire receptors and an unshielded twisted pair cable comprising a plurality of wires, is well known. It is apparent to connect and disconnect devices.**

Re claim 40: Holch et al teaches a system wherein said bank and system hubs comprise Ethernet-compatible hubs (see col.3, lines 44-45).

Re claim 43-45: Holch et al teaches a method for converting a gaming device system including a bank of gaming devices connected to a modular connector (see fig.1; col.1, lines 7-9), an insulation displacement connector / *daisy chain connector* (106)

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having a plurality of pairs of wire receptors connected to said modular connector (see **fig.1**), connecting the modular connector to a bank hub connected to at least one gaming device (see **fig.1; col.1, lines 7-9**), and a tracking device (210) operatively connected to said system hub (104) for receiving data from the system hub, thereby collecting data from said gaming devices (see **figs.1 and 2; col.7, lines 22-26**).

However, Holch et al teaches a patch panel connected to at least one of said pairs of wire receptors, a collection device operatively connected to said patch panel, and a tracking device operatively connected to said collection device, said method comprising: disconnecting said bank of gaming devices from said modular connector; connecting said patch panel to a system hub; disconnecting said bank of gaming devices from said modular connector; connecting a modular adapter to said modular connector, said modular adapter having a plurality of connectors; connecting said bank of gaming devices to one of said plurality of connectors of said adapter; connecting a separately monitored gaming device to another of said plurality of connectors of said adapter; connecting said panel connectors to said pairs of wire receptors of said insulation displacement connector so that said bank of gaming devices and said separately monitored gaming device are in communication with separate panel connectors; connecting a plurality of collection devices to said panel connectors so that said bank of gaming devices and said separately monitored gaming device are in communication with separate collection devices; and connecting each of said collection devices to a tracking device.

Craine teaches a collection device (161) operatively connected to said patch panel (see **fig.12; col.8, lines 2-4**), and a tracking device (152) operatively connected to said

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collection device (see fig.12; col.8, lines 63-68 and col.9, line1), connecting a separately monitored gaming device to another of said plurality of connectors of said adapter (see fig.2).

It is obvious to one of ordinary skill in the art at the time the invention was made to include in the system a patch panel operatively connected to said insulation displacement connector for receiving data from said insulation displacement connector and transmitting said data to said system hub, since a patch panel is a commonly known panel that houses cable connections typically used in system networking hereby making the receiving and transmission of data possible in the gaming system. **It is apparent to examiner for patch panel to have a plurality of modular panel connectors, and that insulation displacement connector including a plurality of wire receptors and an unshielded twisted pair cable comprising a plurality of wires, is well known. It is apparent to connect and disconnect devices, and to include in the system a patch panel having a plurality of modular panel connectors and at least a portion of said insulation displacement connector wire receptors are cross-connected to at least a portion of said modular panel connectors, since a patch panel is a commonly known panel that houses cable connections typically used in system networking hereby making the receiving and transmission of data possible in the gaming system. It is apparent also to the examiner for patch panel to have a plurality of modular panel connectors.**

Re claim 46: Holch et al teaches a system wherein said bank and system hubs comprise Ethernet-compatible hubs (see col.3, lines 44-45).

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9. Claims 41 and 42 are rejected under 35 U.S.C. 103(a) as being unpatentable over Holch et al (US 5,674,128) in view of Craine (US 5,321,241) and Lind et al (US 2002/0098882).

Re claim 41: Holch et al teaches a method for converting a gaming device system including a bank of gaming devices connected to a modular connector (see fig.1; col.1, lines 7-9), an insulation displacement connector / *daisy chain connector* (106) having a plurality of pairs of wire receptors connected to said modular connector (see fig.1), connecting the modular connector to a bank hub connected to at least one gaming device (see fig.1; col.1, lines 7-9).

However, Holch et al fails to teach a plurality of banks of gaming devices, a patch panel connected to at least one of said pairs of wire receptors, a collection device operatively connected to said patch panel, and a tracking device operatively connected to said collection device, said method comprising: disconnecting said bank of gaming devices from said modular connector; cross-connecting each of said pairs of wire receptors of said insulation displacement connector to said patch panel; connecting said patch panel to a system hub; and connecting said system hub to said tracking device.

Lind et al teaches a plurality of banks of gaming devices (see fig.1).

Craine teaches a collection device (161) operatively connected to said patch panel (see fig.12; col.8, lines 2-4), and a tracking device (152) operatively connected to said collection device (see fig.12; col.8, lines 63-68 and col.9, line1).

It is obvious to one of ordinary skill in the art at the time the invention was made to include in the system the plurality of banks of gaming devices up to a bank of gaming devices can be removed from the gaming system without completely affecting

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the entire system, thereby preventing the owners of the gaming device system from losing revenue whenever a gaming device needs to be worked on, and to include in the system a patch panel operatively connected to said insulation displacement connector for receiving data from said insulation displacement connector and transmitting said data to said system hub, since a patch panel is a commonly known panel that houses cable connections typically used in system networking hereby making the receiving and transmission of data possible in the gaming system. **It is apparent to examiner for patch panel to have a plurality of modular panel connectors, and that insulation displacement connector including a plurality of wire receptors and an unshielded twisted pair cable comprising a plurality of wires, is well known. It is apparent to connect and disconnect devices.**

Re claim 42: Holch et al teaches a system wherein said bank and system hubs comprise Ethernet-compatible hubs (see col.3, lines 44-45).

Conclusion

10. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure. Bakoglu et al teaches networking video games over telephone network; Metke et al teaches a system and method for networking video games; Rowe teaches an alternative player tracking techniques; Wells discloses a gaming device network; Jacobs discloses a gaming network.

11. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Adetokunbo O. Torimiro whose telephone number is

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(571) 270-1345. The examiner can normally be reached on Mon-Fri (8am - 4pm).

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Jong-Suk (James) Lee can be reached on (571) 272-7044. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1006.

AOT


KIM NGUYEN
PRIMARY EXAMINER